



A comprehensive guide to the galaxy



564 90 85

Chapter 1 by Selena Raynee

Sadly, knowing where your towel is isn't quite enough to survive in the galaxy anymore.

Below you can find a comprehensive and easy to follow guide of conduct that will help you avoid (almost all) perils of modern day space travel.

Let's begin with the most basic rule of them all:

Chapter 2 by R



You wanted me to say don't panic, didn't you.

Ha.

Ha ha.

The most basic rule in surviving space travel is this:

Don't.

I'm kidding, I'm kidding, if you picked up this guide then you've chosen to break this rule. Though, seriously consider it. Travel in space is incredibly dangerous. Come on, think about it. Put the

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No?

Ok.

The most basic rule for surviving if you actually want to leave your planet is to never, ever, ever, ever, ever, not in a million billion trillion years, ever i'm totally serious here, ever ever ever, say the word:

(poofnagle.)

Of course, you must be careful with any word considering the easiness of mistranslation, but there has not and never has been a word that has sparked more death and conflict than that above. Somehow, this collection of letters and sounds has become the major cause behind the failure of all diplomatic attempts, and if you wish to survive you must never, ever say it.

Do you understand me?

Are you sure?

Really sure?

Absolutely positively 100% sure?

Well don't be because that's utter bullshit. And here's the real first rule:

Don't trust anything anyone tells you, especially if they have a profit behind it.

Now, I'm wondering if you trust this book anymore, which you shouldn't, and that's completely fair. Abuse your common sense. Most of the time it's a bit too common, and doesn't make a lot of sense to anyone but you, but that's the way it probably is.

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That's the second rule.

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Chapter 3 by Selena Rayner



Now,
rule #3.

Do not let anyone bully you into running for the President of the Galaxy.
You don't want 79 years of lost, forgotten, delayed and simply ghastly boring paperwork connected with the position.

Combined with the most-often-performed presidential duty - signing of autographs - you'll be holding a pen for the rest of your sorry life.

Side note: if you're an obsessive graphomaniac, ignore Rule #3.

Chapter 4 by R



Zaphod, will you stop interrupting me! I'm trying to make an actually decent guide here!
Everyone knows that you don't run for President, they just pick you!

Ugh.

Anyways,

Given that Rule number three is a decent rule, I'll let it stay in there. Always stay moderately interested in the role of president, so that they don't choose to elect you. From all the complaints I've heard, you'd be better off.

Where were we? Ah, yes, Rule Number Four.

Rule number four is a secret. It will only reveal itself to you in a time of great need. I don't know why, but it's kind of shy though I must admit it really is a great rule, and a good one when you can see it.

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Did you get that? No? Well then I guess your need isn't great enough. Sorry, maybe if you try again later? Four's being really shy right now, I couldn't even see it while I wrote, but whatever.

Chapter 5 by Canadian God



Rule number Five

Rule number five is a great rule for absolutely nothing. It will only be useful if you are in a great deal of trouble.

Ready...

Run.

There it is, run. Don't look back, don't turn around just freaking run. If not fast hiding and shooting stuff pushing your friend anything to slow the danger down.

(Quick note, this rule will not work in situations including loved ones, family, friends but will work for taxes on separate planets.)

Chapter 6 by Alex Welicky



Rule number six

Always check out distress beacons while space traveling. Nine out of ten times, its an abandoned spaceship full of dead aliens and free stuff.

One out of ten times its some kind of horrible alien trap, but if you want to survive in space, you've got to be willing to roll those dice.

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Chapter 7 by Adisooor123

Rule number 7

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In the event of an alien trap, always look back to rule number 5. Never try to negotiate, because that will get you killed, and then the aliens will take you prisoner. However, if no aliens are waiting to take you prisoner, then you should follow rule number 7:

Always be willing to steal, borrow, trade, and barter, and never feel remorse for anything---

Those who feel guilt never survive for long in the galaxy.

Chapter 8 by R



And, the final, and most important rule of going out and exploring the galaxy,

(Yes, more important than even the first rule.)

(Let's be honest, I could have just started with this rule and saved you a lot of time.)

(Though I didn't because I needed a book to sell.)

(Oh god I need money.)

The most important rule is this:

Have fun.

That sounds like a lame rule, and it is, but let me sell it up a bit more.

Question. Explore. Try weird food. Investigate things that don't make sense. Open your eyes and stare at the stars and laugh at the sheer ridiculousness of reality.

Live. Don't be afraid to do something crazy, and don't just follow the rules. Make stuff up. Go forbidden places. Meet new people, and don't be afraid.

Sure, there's a risk of death, but there's a risk of death in everything. There's a risk of death in

safety, in following the same solid plan and living a normal life. And surely a life like that is not half as grand as a life of adventure. See more of Story Wars

Maybe it will all go horribly wrong. You never know until you try.

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Believe.

After all, there's no way anyone could ever write a comprehensive guide to the galaxy, especially not if they didn't dare to try something new, to go places unheard of, to find things that didn't make sense, to-

to have fun.

the end

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